

14 CLERIC OF MORADIN

ATTACK ACTIONS

⬇ Warhammer: +12 vs AC; 10 Damage

☐ ⬅ Beacon of Hope: (burst 3, enemies only) +10 vs DEF (Will); Weakened. RECHARGE when first Bloodied.

ABILITIES

Good • Dwarf • Divine

SPECIAL POWERS

Resolute Faith: Whenever this creature rolls a save, roll 1 extra d20 and use the higher result.

Shield of Moradin: Whenever an adjacent ally fails a save, it has +2 AC and +2 DEF until end of its next turn.

LEVEL 5
AC 19
DEF 17
SPEED 5
HP 40

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55 DWARVEN DEFENDER

ATTACK ACTIONS

⬇ Battleaxe: +18 vs AC; 20 Damage

⬇ Tide of Iron: +18 vs AC; 15 Damage AND push 1 square AND this creature shifts 1 square closer to target

ABILITIES

Dwarf • Martial

+4 DEF (Fort)

Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS

Defensive Stance: Minor action; until end of its next turn, this creature has +2 AC and +2 DEF and is Slowed.

Shielding Presence: Use when an enemy adjacent to this creature damages a Dwarf ally adjacent to this creature; that ally takes half damage.

CHAMPION 2 ☐☐

Warband Building: All Dwarf creatures are legal in your warband.

- Use at start of round. Until end of round, allies have Solid Footing.
- Use when an enemy is pushed by an ally's attack. That enemy is also Stunned.

LEVEL 11
AC 27
DEF 23
SPEED 5
HP 70

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6 GNOME FIGHTER

ATTACK ACTIONS

⬇ Short Sword: +9 vs AC; 5 Damage

⬇ Footwork Lure: +7 vs DEF (Will); 5 Damage AND this creature shifts 1 square AND slide target 1 square (must end adjacent to this creature)

ABILITIES

Gnome • Martial

+4 DEF (Ref)

SPECIAL POWERS

☐ **Fade Away:** Immediate, when this creature is targeted by an attack; that attack misses.

LEVEL 2
AC 20
DEF 13
SPEED 5
HP 20

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51 GOLD CHAMPION

ATTACK ACTIONS

⬇ Longsword: +19 vs AC; 20 Damage

☐ ⬅ **Fiery Breath:** (blast 3) +17 vs DEF (Ref); 25 fire Damage, 10 fire on miss. RECHARGE when first Bloodied.

ABILITIES

Human • Dragon

• Martial

Resist 10 Fire

SPECIAL POWERS

☐ **Wrath 5:** Once an ally has been destroyed, this creature has +5 ⬇ Damage until end of battle.

LEVEL 12
AC 28
DEF 24
SPEED 6
HP 75

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7 HUMAN CROSSBOWMAN

ATTACK ACTIONS

⬇ Short Sword: +8 vs AC; 10 Damage

☐ ⤵ **Alchemical Bolt:** (nearest) +10 vs AC; 15 Damage AND ongoing 10 fire Damage (save ends)

⤵ **Crossbow:** (nearest) +10 vs AC; 15 Damage

ABILITIES

Human • Martial

LEVEL 3
AC 15
DEF 13
SPEED 5
HP 20

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36 LION FALCON MONK

ATTACK ACTIONS

⬇ Ki Fist: +14 vs AC; 10 Damage

⬇ Stunning Fist: +13 vs DEF (Fort); 15 Damage AND Stunned

ABILITIES

Human • Ki

+4 DEF (Ref)

Exile: -4 Attack while in a warband with Ki allies.

SPECIAL POWERS

Falcon's Flight: Minor action; this creature has Flight until end of turn.

Lion's Strike: Minor action, once per round, usable after a charge; make a Ki Fist attack.

LEVEL 10
AC 24
DEF 22
SPEED 8
HP 65

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45 PURPLE DRAGON KNIGHT

ATTACK ACTIONS

⬇ Greatsword: +17 vs AC; 15 Damage

☐ ⬅ **Intimidation:** (blast 3, enemies only) +15 vs DEF (Will); 15 psychic Damage AND push 3 squares; this movement provokes opportunity attacks (Fear)

ABILITIES

Good • Human • Martial

CHAMPION 3 ☐☐☐

- Use when an ally becomes Bloodied. That ally shifts 1 square and has +2 AC until end of round.
- Use when an ally becomes Dazed, Stunned, or Helpless. End that condition on that ally.

LEVEL 10
AC 26
DEF 22
SPEED 5
HP 70

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9 STALWART PALADIN

ATTACK ACTIONS

⬇ Longsword: +10 vs AC; 10 Damage

☐ ⬇ **Invigorating Smite:** +11 vs AC; 10 radiant Damage AND each ally within 3 squares of this creature heals 5 HP

ABILITIES

Good • Human • Divine

SPECIAL POWERS

Stalwart Ally: Immediate, when an enemy targets a Bloodied ally adjacent to this creature with an attack; redirect that attack to this creature.

LEVEL 3
AC 19
DEF 15
SPEED 5
HP 35

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12 **STONECHILD**

ATTACK ACTIONS

⊕ Greatsword: +11 vs AC; 10 Damage

☐ ⚡ Earth Stomp: (burst 1, enemies only) +9 vs DEF (Fort); 10 Damage AND Immobilized

☞ Stone Launch: (range 5) +9 vs DEF (Ref); 5 Damage AND push 1 square

LEVEL 4

AC 20

DEF 16

SPEED 5

HP 40

ABILITIES
Elemental • Earth



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23 **DWARVEN WEREBEAR**

ATTACK ACTIONS

⊕ Greataxe: +10 vs AC; 20 Damage

☐ ⚡ Defiant Roar: (burst 1) +8 vs DEF (Fort); 10 thunder Damage AND Dazed AND push 1 square

LEVEL 7

AC 18

DEF 16

SPEED 6

HP 60

ABILITIES
Dwarf • Shapeshifter • Primal
+4 DEF (Fort)



SPECIAL POWERS
Feral Charge: Whenever this creature hits with a charge attack, the target of that attack is also pushed 2 squares.

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32 **DIRE LION**

ATTACK ACTIONS

⊕ Claws: +11 vs AC; 20 Damage

☐ ⚡ Pounce: (only on charge) Make 2 ⊕ attacks.

LEVEL 8

AC 20

DEF 18

SPEED 8

HP 70

ABILITIES
Beast



SPECIAL POWERS
☐ Encouraging Roar: Minor action; each ally within 5 squares of this creature shifts 1 square.

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6 **REGDAR, HUMAN FIGHTER**

ATTACK ACTIONS

⊕ Greatsword: +9 vs AC; 10 Damage

LEVEL 2

AC 18

DEF 16

SPEED 5

HP 25

ABILITIES
Human • Martial
Unique



SPECIAL POWERS
Cleave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack.
Headstrong: +2 Attack against higher-level enemies.

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34 **BLADESINGER**

ATTACK ACTIONS

⊕ Longsword: +14 vs AC; 15 Damage

☐ ☞ Dazzle: (range 5) +12 vs DEF (Will); 15 psychic Damage AND Dazed (save ends)

☞ Magic Missile: (sight) +11 vs DEF (Ref); 10 Damage, ignore Insubstantial

LEVEL 8

AC 24

DEF 22

SPEED 7

HP 55

ABILITIES
Elf • Arcane



SPECIAL POWERS
Spell Song: Does not provoke opportunity attacks with ☞ attacks.
☐ Quick Cast: Minor action; make a ☞ attack.
CHAMPION 2 ☐☐
• Use when a lower-level ally declares a ☞ attack. That attack uses a minor action instead of an attack action.
• Use when you win initiative. Until end of round, whenever an ally moves 3 or more squares during its turn, that ally has +4 Attack until end of turn.

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48 **BRASS DRAGON**

ATTACK ACTIONS

⊕ Bite: +16 vs AC; 20 Damage

☐ ⚡ Fiery Breath: (blast 5) +14 vs DEF (Ref); 20 fire Damage AND push 3 squares, 10 fire only on miss. RECHARGE when first Bloodied.

LEVEL 11

AC 25

DEF 23

SPEED 6

HP 70

ABILITIES
Dragon • Mount
Flight
Resist 5 Fire
Kobold Mount: Can have a Small Kobold creature as a rider.



SPECIAL POWERS
Rider's Guidance: This creature has +2 Speed while it has a rider.
CHAMPION 1 ☐
• Use when an enemy fails a save. That enemy is Helpless until end of its next turn or until it takes damage.
• Use when a Kobold ally destroys an enemy. Score +5 VP.

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32 **COPPER SAMURAI**

ATTACK ACTIONS

⊕ Katana: +13 vs AC; 15 Damage

☐ ⚡ Acid Breath: (blast 3) +11 vs DEF (Ref); 15 acid Damage AND ongoing 5 acid Damage (save ends). RECHARGE when first Bloodied.

☞ Longbow: (sight) +13 vs AC; 10 Damage

LEVEL 8

AC 22

DEF 20

SPEED 6

HP 55

ABILITIES
Human • Martial



SPECIAL POWERS
Skirmisher's Guile: If this creature moves at least 3 squares before attacking, it may shift after attacking (usable after a charge).
Tactical Flank: Immediate, when an ally flanking with this creature scores a critical hit; that ally makes a ⊕ attack, then shifts 1 square.

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14 **DARING ROGUE**

ATTACK ACTIONS

⊕ Short Sword: +9 vs AC; 5 Damage

☐ ☞ Crossbow: (nearest) +7 vs AC; 5 Damage. RECHARGE at end of this creature's turn if it did not move that turn.

☐ Sidestep: Shift 1 square, then make 2 ⊕ attacks.

LEVEL 4

AC 20

DEF 18

SPEED 6

HP 35

ABILITIES
Human • Martial
Stealth
Hide



SPECIAL POWERS
Daring: +5 ⊕ Damage whenever target has combat advantage against this creature.
Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

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20 DRUNKEN MASTER

ATTACK ACTIONS

⬆ Brawler's Fist: +11 vs AC; 15 Damage

ABILITIES

Human • Ki
Improved Agility: +5 AC against opportunity attacks.

SPECIAL POWERS

Stagger: Can charge to any square adjacent to target and does not need line of sight to destination square or target.

❑ Stumbling Dodge: Use when this creature is targeted by a ⬆ attack; that attack misses, and this creature is Dazed until end of its next turn.

❑ Unexpected Sidestep: Minor action; shift 1 square AND this creature has combat advantage with any attacks made this turn.

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10 DWARF BARBARIAN

ATTACK ACTIONS

⬆ Falchion: +6 vs AC; 15 Damage

❑ ⬆ Swift Panther Rage: +6 vs AC; 25 Damage AND until end of battle, whenever this creature shifts, it can shift 2 squares

ABILITIES

Dwarf • Primal
Dwarven Resilience: +5 DEF against attacks that deal poison damage.

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6 ELF SPEARGUARD

ATTACK ACTIONS

⬆ Longspear: +10 vs AC; 10 Damage

ABILITIES

Elf • Martial
Reach 2

SPECIAL POWERS

❑ Footwork: Immediate, when an enemy within 2 squares of this creature shifts; this creature shifts 1 square. RECHARGE at start of this creature's turn.

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14 HALF-ELF SORCERER

ATTACK ACTIONS

⬆ Spear: +10 vs AC; 5 Damage AND this creature can teleport 1 square

⚡ Chaos Bolt: (range 10) +10 vs DEF (Will); 10 psychic Damage AND slide 1 square

ABILITIES

Half-Elf • Arcane

SPECIAL POWERS

❑ Chaotic Arc: Use when this creature declares a ⚡ attack. That attack also targets an enemy within 5 squares of the first target. RECHARGE when this creature's natural attack roll is an even number.

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29 HALFLING OUTRIDER

ATTACK ACTIONS

⬆ Spear: +12 vs AC; 15 Damage

⚡ Shortbow: (sight) +12 vs AC; 10 Damage

⬆ Thundering Lance: (only on charge) +12 vs AC; 15 + 5 thunder Damage AND push 2 squares

ABILITIES

Halfling • Mounted • Martial

SPECIAL POWERS

❑ Lightfoot Valor: Immediate, use when an enemy within 5 squares of this creature becomes Dazed; charge that enemy.

❑ Warhound: Use when this creature makes an opportunity attack; make an additional attack against target of that attack: +8 vs AC; 10 Damage.

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7 KERWYN, HUMAN ROGUE

ATTACK ACTIONS

⬆ Piercing Strike: +6 vs DEF (Ref); 10 Damage

⬆ Deft Strike: Move up to 2 squares, then attack 1 adjacent enemy: +6 vs AC; 10 Damage

ABILITIES

Human • Martial • Stealth
Unique Hide
Defensive Mobility: +5 AC against opportunity attacks while moving.

SPECIAL POWERS

Sneak Attack 5: +5 ⬆ Damage whenever this creature has combat advantage against target.

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18 MEDIUM AIR ELEMENTAL

ATTACK ACTIONS

⬆ Wind Blast: +11 vs AC; 10 Damage AND slide 2 squares

❑ ⬆ Cyclone: (burst 1) +9 vs DEF (Fort); 10 Damage AND push 1 square AND Immobilized. RECHARGE when first Bloodied.

ABILITIES

Elemental • Air
Flight
+4 DEF (Ref)

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49 SILVER SORCERER

ATTACK ACTIONS

⬆ Staff: +15 vs AC; 15 Damage

❑ ⬆ Cold Breath: (blast 3) +15 vs DEF (Fort); 15 cold Damage AND Immobilized, 10 cold only on miss. RECHARGE when first Bloodied.

⚡ Lightning Strike: (radius 1 within 10) +15 vs DEF (Fort); 20 lightning Damage

ABILITIES

Elf • Dragon • Arcane
Resist 10 Cold

SPECIAL POWERS

❑ Blur: Minor action; 1 adjacent ally has Conceal 6 until end of next round.

❑ Dragonflame Mantle: Immediate, when hit by a ⬆ attack; attacker takes 10 fire Damage; until end of round, whenever an enemy hits this creature with a ⬆ attack, that enemy takes 10 fire Damage.

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9 BARBARIAN MERCENARY

ATTACK ACTIONS

⬇ Greatsword: +3 vs AC; 15 Damage

⬇ Pressing Strike: Shift 1 square, then attack 1 adjacent target: +3 vs AC; 15 Damage AND push 1 square

LEVEL 2

AC 14

DEF 12

SPEED 7

HP 30

ABILITIES

Human • Primal

+4 DEF (Fort)

SPECIAL POWERS

Bloodrage 5: +5 ⬇ Damage while Bloodied.

Requires Discipline: Add your warband's highest Champion rating to this creature's ⬇ attack rolls.

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25 DIRE APE

ATTACK ACTIONS

⬇ Pound: +14 vs AC; 15 Damage

⬇ Crushing Grab: Make 2 basic ⬇ attacks against the same target. If both hit, target is also Immobilized. RECHARGE at start of this creature's turn if no enemy can see it.

LEVEL 8

AC 24

DEF 22

SPEED 6

HP 55

ABILITIES

Beast • Primal

Forest Dweller: Forest terrain does not affect this creature's movement, and this creature has Hide while occupying forest terrain.

Reach 2

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29 DRUID OF OBAD-HAI

ATTACK ACTIONS

⬇ Sickle: (only while not in Beast Form) +12 vs AC; 15 Damage

⬇ Bite: (only in Beast Form): +10 vs AC; 25 Damage AND pull 1 square AND this creature shifts 1 square

LEVEL 8

AC 22

DEF 20

SPEED 6

HP 55

ABILITIES

Human • Primal

SPECIAL POWERS

Beast Form: (only while not in Beast Form) Minor action; this creature enters Beast Form and shifts 1 square. This creature can end Beast Form as a minor action.

⬇ Summon Nature's Ally: (only while not in Beast Form, Summoning) Replaces attack action: Place a new Beast, Elemental, or Magical Beast creature with cost up to 15 points on the battle map within line of sight of this creature. That creature makes an immediate ⬇ attack and is considered to have activated this round. That creature is considered part of your warband but is worth 0 VP when eliminated. Remove that creature from the battle map at end of its next turn.

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6 BAAZ DRACONIAN

ATTACK ACTIONS

⬇ Longsword: +9 vs AC; 10 Damage

LEVEL 2

AC 17

DEF 15

SPEED 6

HP 20

ABILITIES

Evil • Dragon

SPECIAL POWERS

Death Throes: When this creature is destroyed, the square it occupied becomes statue terrain. If this creature was destroyed by a ⬇ attack, the attacker is Immobilized OR Weakened (opponent's choice).

Dragon Defender: Immediate, when an enemy adjacent to this creature targets a Dragon ally with a ⬇ attack; make a ⬇ attack against that enemy.

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25 BLUE WYRMLING

ATTACK ACTIONS

⬇ Gore: +14 vs AC; 10 + 5 lightning Damage

⬇ Lightning Breath: (line 6) +12 vs DEF (Ref); 15 lightning Damage, 5 lightning on miss. RECHARGE when first Bloodied.

LEVEL 7

AC 21

DEF 19

SPEED F7

HP 50

ABILITIES

Dragon

Flight

Resist 5 Lightning

SPECIAL POWERS

My Food: Use when this creature damages an enemy with Lightning Breath; charge that enemy.

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28 CLERIC OF NERULL

ATTACK ACTIONS

⬇ Grim Scythe: +14 vs AC; 10 + 5 necrotic Damage

⬇ Covering Fear: (range 10) +12 vs DEF (Will); 5 psychic Damage AND slide 3 squares AND Immobilized

LEVEL 7

AC 23

DEF 19

SPEED 5

HP 40

ABILITIES

Evil • Human • Divine

SPECIAL POWERS

Deathstrike Aura: Immediate, when an ally within 5 squares is destroyed; that ally makes a ⬇ attack.

CHAMPION 2

- Use when an Undead ally damages a living enemy with an attack granted by Deathstrike Aura. That ally is not destroyed; instead it has 5 HP and is destroyed at end of its next turn.
- Use when this creature destroys a living enemy. Until end of battle, allies have +5 Damage.

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3 GOBLIN SKIRMISHER

ATTACK ACTIONS

⬇ Spear: +4 vs AC; 5 Damage

⬇ Thrown Spear: (range 5) +7 vs AC; 10 Damage

LEVEL 1

AC 12

DEF 12

SPEED 6

HP 10

ABILITIES

Goblin

Tends to Wander: During setup, you may place this creature within 5 squares of your start area.

SPECIAL POWERS

Goblin Tactics: Immediate, when a ⬇ attack misses this creature; shift 1 square.

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3 GOBLIN WARRIOR

ATTACK ACTIONS

⬇ Morningstar: +6 vs AC; 10 Damage

LEVEL 1

AC 15

DEF 13

SPEED 6

HP 15

ABILITIES

Goblin

SPECIAL POWERS

Goblin Tactics: Immediate, when a ⬇ attack misses this creature; shift 1 square.

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3 HOBGOBLIN WARRIOR

ATTACK ACTIONS

⬇ Longsword: +7 vs AC; 10 Damage

LEVEL 1

AC 16

DEF 13

SPEED 5

HP 15

ABILITIES
Goblin • Hobgoblin

SPECIAL POWERS
Awareness: Can make an opportunity attack against an adjacent enemy that shifts.
Phalanx Fighting: +2 AC while adjacent to an ally.

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11 KAPAK DRACONIAN

ATTACK ACTIONS

⬇ Bite: +8 vs AC; 5 + 5 poison Damage
☞ Poisoned Arrow: (range 10) +8 vs DEF (Fort); 10 Damage AND ongoing 10 poison Damage (save ends) AND Slowed. RECHARGE at end of this creature's turn if it occupies one of your victory areas.

LEVEL 3

AC 18

DEF 18

SPEED 6

HP 30

ABILITIES
Evil • Dragon
Glide: While moving, this creature ignores difficult terrain and pit terrain.

SPECIAL POWERS
Death Throes: When this creature is destroyed, each adjacent creature takes 5 acid Damage. Place a counter in the square this creature occupied. Until end of battle, whenever a creature enters that square, it takes 5 acid Damage.

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5 KOBOLD SKIRMISHER

ATTACK ACTIONS

⬇ Spear: +6 vs AC; 10 Damage
☞ Crossbow: (nearest) +6 vs AC; 10 Damage

LEVEL 1

AC 15

DEF 13

SPEED 7

HP 20

ABILITIES
Kobold
+4 DEF (Ref)

SPECIAL POWERS
Shifty: Minor action; shift 1 square.

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13 MEDIUM WATER ELEMENTAL

ATTACK ACTIONS

⬇ Slam: +12 vs AC; 10 Damage
☞ Crashing Wave: (blast 3) +10 vs DEF (Fort); 10 Damage AND push 2 squares AND Dazed. RECHARGE when an enemy ends its turn adjacent to this creature.

LEVEL 5

AC 21

DEF 17

SPEED 4

HP 40

ABILITIES
Elemental

SPECIAL POWERS
Cleave: Immediate, when this creature's ⬇ attack destroys an enemy; make a ⬇ attack.

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32 SALAMANDER

ATTACK ACTIONS

⬇ Flaming Spear: +16 vs AC; 10 + 5 fire Damage
⬇ Tail Lash: +15 vs AC; 5 Damage AND ongoing 5 fire Damage (save ends) AND slide 1 square

LEVEL 8

AC 24

DEF 20

SPEED 6

HP 60

ABILITIES
Elemental • Fire
Immune Fire
Reach 2

SPECIAL POWERS
Punishing Lash: Immediate, when an enemy within 2 squares of this creature damages an ally; make a Tail Lash attack against that enemy.

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30 THAYAN KNIGHT

ATTACK ACTIONS

⬇ Longsword: +16 vs AC; 15 Damage

LEVEL 9

AC 25

DEF 21

SPEED 5

HP 65

ABILITIES
Human • Martial

SPECIAL POWERS
Arrow-Catching Shield: Immediate, when an enemy targets an ally adjacent to this creature with a ☞ attack; redirect that attack to this creature.
Scion of the Zulkir: This creature and adjacent Arcane allies have +4 DEF against ☞ and ☞ attacks.
Zulkir's Defender: +2 Attack and +5 Damage against targets adjacent to an Arcane ally.

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34 URTHOK THE VICIOUS

ATTACK ACTIONS

⬇ Battleaxe: +15 vs AC; 15 Damage
☞ Javelin: (range 5) +15 vs AC; 10 Damage

LEVEL 8

AC 24

DEF 20

SPEED 5

HP 60

ABILITIES
Goblin • Hobgoblin • Martial
Unique

SPECIAL POWERS
☞ Hurling Charge: Immediate, when this creature declares a charge attack; make a Javelin attack against target of the charge.
Goblin Attendants: Immediate, when an enemy targets this creature with an attack; redirect that attack to 1 active Small Goblin ally adjacent to this creature.
CHAMPION 3 ☞☞☞
Warband Building: All Goblins and Hobgoblins are legal in your warband.
• Use when a Goblin or Hobgoblin ally declares a ⬇ or ☞ attack. A different Goblin or Hobgoblin ally also makes an immediate ⬇ or ☞ attack against the same target.
• Use at start of round. Each ally in a victory area at start of round has +2 Attack and +5 ⬇ Damage until end of round.

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11 WERERAT

ATTACK ACTIONS

⬇ Rapier: +8 vs AC; 10 Damage
☞ Diseased Bite: +8 vs DEF (Fort); 10 Damage AND ongoing 5 Damage AND Weakened (save ends both). RECHARGE at start of this creature's turn if no enemy can see it.

LEVEL 3

AC 19

DEF 17

SPEED 6

HP 30

ABILITIES
Shapeshifter
• Stealth
Hide

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19 CARRION CRAWLER

ATTACK ACTIONS

⬇ Bite: +12 vs AC; 15 Damage

⬇ Paralyzing Tentacles: (Reach 2, can target allies) +9 vs DEF (Fort); 10 Damage AND Slowed (save ends); if already Slowed, target is instead Immobilized (save ends); if already Immobilized, target is instead Stunned (save ends)

ABILITIES

Aberrant • Beast

Wandering Monster: Sets up in a random victory area.

SPECIAL POWERS

❑ Berserk Lashing: Immediate, when first Bloodied; make a Paralyzing Tentacles attack against each creature within Reach.

LEVEL 6
AC 20
DEF 18
SPEED 6
HP 45



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7 GRIMLOCK

ATTACK ACTIONS

⬇ Flint Axe: +5 vs AC; 15 Damage

❑ ⬇ Brutal Fury: +5 vs AC; 20 Damage

ABILITIES

Grimlock

Blind

Blindsight

Slave Stock: +4 DEF against Aberrant creatures.

LEVEL 2
AC 14
DEF 12
SPEED 6
HP 45



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5 ABYSSAL MAW

ATTACK ACTIONS

⬇ Bite: +4 vs AC; 15 Damage

ABILITIES

Evil • Demon

SPECIAL POWERS

❑ Hunger of the Abyss: Use when an enemy ends its turn adjacent to this creature; make a ⬇ attack against that enemy. RECHARGE when this creature misses with a ⬇ attack.

LEVEL 1
AC 13
DEF 11
SPEED 6
HP 25



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45 BLACK DRAGON

ATTACK ACTIONS

⬇ Acid Bite: +16 vs AC; 10 + 10 acid Damage

❑ ⬇ Corrosive Breath: (line 12) +14 vs DEF (Ref); 30 acid Damage, 15 acid on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight; Resist 10 Acid

Lurking Foe: This creature must start the battle off the battle map. Place it in your start area or in any unoccupied victory area at start of a round after the first.

CHAMPION 1 ❑

- Use when an ally hits a Bloodied enemy: +10 Damage on that attack.
- Use before taking your first turn of a round. The player with the most creatures in his or her victory areas at end of round scores +10 VP.

LEVEL 7
AC 25
DEF 23
SPEED F7
HP 60



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15 BRIGHT NAGA

ATTACK ACTIONS

⬇ Bite: +11 vs AC; 10 Damage

⬇ Blast of Flame: (blast 5) +9 vs DEF (Ref); 10 fire Damage

ABILITIES

Evil • Immortal

Magical Beast

SPECIAL POWERS

❑ Mock Spellcasting: Immediate, when an Arcane enemy misses this creature with a ⚡, ⚡, or ⚡ attack. This creature makes the same attack, using an Attack value of +9 instead of its normal value.

LEVEL 4
AC 17
DEF 15
SPEED 7
HP 45



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5 BUGBEAR

ATTACK ACTIONS

⬇ Morningstar: +4 vs AC; 15 Damage

❑ ⬇ Skullthumper: (only with combat advantage against target); +4 vs DEF (Fort); 15 Damage AND Stunned

ABILITIES

Goblin • Bugbear

LEVEL 1
AC 14
DEF 10
SPEED 6
HP 25



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7 CHITINE

ATTACK ACTIONS

⬇ Short Sword: +7 vs AC; 5 Damage

❑ ⬇ Flailing Limbs: Make 3 ⬇ attacks. RECHARGE as a replaces attack action.

ABILITIES

Spider • Stealth

SPECIAL POWERS

Web Trap: Immediate, when a non-Spider enemy ends its move adjacent to this creature; that enemy is Immobilized.

LEVEL 2
AC 16
DEF 14
SPEED 6
HP 25



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14 DRETCH

ATTACK ACTIONS

⬇ Claw: +10 vs AC; 10 Damage

❑ ⬇ Scare: (radius 2 within sight, level 4 or lower enemies only) +10 vs DEF (Will); target is not considered to be occupying a victory area for purposes of scoring VP (save ends) (Fear)

ABILITIES

Evil • Demon

Resist 5 All

SPECIAL POWERS

Revenge for the Pathetic: Immediate, when destroyed; 1 Demon ally within 10 squares teleports to the square this creature occupied when it was destroyed.

LEVEL 5
AC 20
DEF 16
SPEED 4
HP 25



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6 DROW WARRIOR

ATTACK ACTIONS

- ⬇️ Rapiers: +7 vs AC; 5 Damage
- Hand Crossbow: (nearest) +5 vs DEF (Fort); 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Drow • Martial

SPECIAL POWERS

Sniper: +2 Attack and +5 Damage with ➤ attacks against targets that cannot see this creature.

LEVEL 2
AC 18
DEF 16
SPEED 6
HP 25

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29 DROW WIZARD

ATTACK ACTIONS

- ⬇️ Staff: +12 vs AC; 10 + 5 necrotic Damage
- ❏ ➤ Snowball Swarm: (radius 2 within 10) +14 vs DEF (Ref); 10 cold Damage AND Slowed AND Blinded
- ❏ ➤ Withering Ray: (sight) +14 vs DEF (Fort); 5 necrotic Damage AND Weakened

ABILITIES

Drow • Arcane

SPECIAL POWERS

Consumption: Replaces move action: This creature takes 5 necrotic Damage; RECHARGE Snowball Swarm or Withering Ray.

LEVEL 9
AC 23
DEF 21
SPEED 6
HP 60

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44 EYE OF GRUUMSH

ATTACK ACTIONS

- ⬇️ Vicious Axe: +14 vs AC; 20 Damage AND this creature takes 5 Damage
- ⬇️ Double Attack: Make 2 ⬇️ attacks.

ABILITIES

Evil • Orc • Martial
+4 DEF (Fort)
Immune Flanking: Does not grant combat advantage when flanked.

SPECIAL POWERS

Inspiration of Gruumsh: Lower-level Orc allies within 10 squares have +5 ⬇️ Damage.

LEVEL 11
AC 17
DEF 18
SPEED 7
HP 120

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29 GARGOYLE

ATTACK ACTIONS

- ⬇️ Claw: +13 vs AC; 15 Damage
- ⬇️ Stonesoul Frenzy: Use only if this creature began its turn in Stone Form; move up to its Speed and attack each enemy once whose space it enters this turn, +11 vs DEF (Ref); 15 Damage AND Slowed

ABILITIES

Evil • Gargoyle • Earth
Flight

SPECIAL POWERS

Stone Form: Replaces attack action: This creature is inactive, has Resist 20 All, and cannot score VP. If this creature starts a round in Stone Form, it can leave Stone Form on its turn by taking a move action.

LEVEL 9
AC 23
DEF 22
SPEED F7
HP 50

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15 HARPY

ATTACK ACTIONS

- ⬇️ Claw: +12 vs AC; 10 Damage
- ⬅️ Alluring Song: (only while not Bloodied; burst 10, enemies only) +10 vs DEF (Will); Immobilized AND pull exactly 3 squares
- ❏ ⬅️ Deadly Screech: (burst 4) +10 vs DEF (Fort); 10 thunder Damage AND Dazed

ABILITIES

Evil • Fey
Flight

LEVEL 5
AC 19
DEF 17
SPEED F7
HP 40

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11 LARGE MONSTROUS SPIDER

ATTACK ACTIONS

- ⬇️ Rot Poison Bite: +11 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends); targets already taking ongoing poison damage also take ongoing 5 necrotic Damage (save ends)
- ❏ ⬅️ Web Spray: (blast 3) +9 vs DEF (Ref); Immobilized (save ends)

ABILITIES

Beast • Spider

LEVEL 4
AC 18
DEF 16
SPEED 6
HP 35

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83 LARGE RED DRAGON

ATTACK ACTIONS

- ⬇️ Fiery Bite: +18 vs AC; 10 + 10 fire Damage
- ⬇️ Draconic Fury: 2 attacks, +18 vs AC each; 20 Damage each
- ❏ ⬅️ Fiery Breath: (blast 5) +18 vs DEF (Ref); 30 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon
Flight; Reach 2
Resist 15 Fire

CHAMPION 2

- Use when any attack roll misses. Reroll that attack.
- Use before taking your first turn of a round. The player whose warband eliminates more enemies than any other this round scores +15 VP.

LEVEL 15
AC 29
DEF 27
SPEED F8
HP 90

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38 OGRE RAVAGER

ATTACK ACTIONS

- ⬇️ Blood Axe: +12 vs AC; 20 Damage AND ongoing 5 Damage (save ends)
- ❏ ⬇️ Cruellest Cut: +10 vs AC; 30 Damage AND ongoing 10 Damage (save ends); on miss, 15 Damage AND ongoing 5 Damage (save ends)

ABILITIES

Ogre
Reach 2

SPECIAL POWERS

Aura of Fear: Enemies adjacent to this creature have -2 Attack.

❏ Menacing Counterattack: Immediate, when an enemy's ⬇️ attack misses this creature; make a ⬇️ attack against that enemy. RECHARGE when this creature destroys an enemy.

LEVEL 9
AC 21
DEF 19
SPEED 6
HP 75

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27 ORC DRUID

ATTACK ACTIONS

- ⬇ Staff: +14 vs AC; 10 Damage
- ✱ **Call of the Beast:** (radius 1 within 10) +12 vs DEF (Will); 10 psychic Damage AND target cannot gain combat advantage until end of its next turn
- ⬇ **Poison Touch:** Automatic hit; 5 poison Damage
- ☞ **Wind Prison:** (range 10) +12 vs DEF (Ref); target grants combat advantage to all enemies until end of battle

ABILITIES
Orc • Primal

LEVEL 7
AC 21
DEF 19
SPEED 6
HP 50



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40 RED SAMURAI

ATTACK ACTIONS

- ⬇ **Burning Katana:** +13 vs AC; 20 + 5 fire Damage
- ☞ **Fire Breath:** (blast 3) +11 vs DEF (Ref); 20 fire Damage
- ☞ **Sweeping Flames:** (2 targets) +11 vs DEF (Ref); 20 + 15 fire Damage

ABILITIES
Human • Martial
Resist 5 Fire

SPECIAL POWERS

- Draconic Agent:** +5 ⬇ Damage while in a warband with an Evil Dragon champion.
- Firesoul:** Immediate, when this creature takes fire damage; shift 3 squares.

LEVEL 10
AC 20
DEF 20
SPEED 7
HP 85



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24 SMALL WHITE DRAGON

ATTACK ACTIONS

- ⬇ **Bite:** +13 vs AC; 10 + 5 cold Damage
- ☞ **Frost Breath:** (blast 3) +11 vs DEF (Ref); 10 cold Damage. RECHARGE when first Bloodied.

ABILITIES
Dragon
Flight
Resist 5 Cold

SPECIAL POWERS

- ☞ **Chill to the Bone:** Immediate, when this creature's attack roll is a natural 20; the target of that attack has Vulnerable 5 Cold until end of battle.
- Freeze:** While an enemy within 3 squares of this creature is Slowed, it is also Immobilized.

LEVEL 6
AC 22
DEF 18
SPEED F6
HP 45



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7 TROGLODYTE

ATTACK ACTIONS

- ⬇ **Club:** +9 vs AC; 10 Damage
- ⬇ **Sickening Bite:** +7 vs DEF (Fort); 5 Damage AND target cannot heal (save ends)

ABILITIES
Troglydte

SPECIAL POWERS

- Stench:** Adjacent living creatures have -2 Attack; Troglydtes immune.

LEVEL 2
AC 18
DEF 16
SPEED 6
HP 25



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Dragoneye

Lead Developer: Stephen Schubert

Lead Designer: Peter Lee

Lead Editor: Jennifer Clarke-Wilkes

Art Director: Mari Kolkowsky

Dragoneye Restat Team: Jim Ansaldo (Lead), Stephen Hagan, and Keith Richmond

Dragoneye Editor: Paul Grasshoff

Special Thanks To: Don Adkins, Andy Clautice, Jesse Dean , Michael Derry, Mike Domezio, Robert Hatch, Jason Lioi, Patrick Lynch, Steven Montano, Sven Myrin, David Paul, Louis C. Sacha, Jason Sallay, D. Garry Stupack, Keith Tatroe , Kevin Tatroe, Steve Townshend